

4716 Woodridge Road  
Las Vegas, NV 89121  
(702) 415-4341  
christopherlewis@nevada.unr.edu  
Website: Christopherlewis95.github.io

## CHRISTOPHER LEWIS

### EDUCATION

#### UNIVERSITY OF NEVADA, RENO (GRADUATED MAY 2018)

B.S. in Computer Science and Engineering

### LEADERSHIP EXPERIENCE

#### ASSOCIATION OF COMPUTING AND MACHINERY, UNIVERSITY OF NEVADA, RENO

Director of Outreach (2014-2016)

- Managed Hour of Code
- Interacted with K-5 students to help them build interest in engineering

### WORK EXPERIENCE

#### UNDERGRADUATE TEACHING ASSISTANT, DEPARTMENT OF COMPUTER SCIENCE (UNR)

January 2016 – May 2018

- Mentored students in an introductory level computer science course
- Communicated effectively with students about new engineering concepts

#### UNDERGRADUATE RESEARCHER, DEPARTMENT OF COMPUTER SCIENCE (UNR)

September 2017 – May 2018

- Assisted graduate students with studies for the Masters Degree/PhD
- Aided with grant funded projects
- Performed data analysis for project sponsors, faculty, and graduate students

#### SUMMER EMPLOYEE, LAS VEGAS VALLEY WATER DISTRICT

May 2017 – August 2017, May 2018 – June 2018

- Assisted in developing the new Water District website
- Helped design new internal website called Hydroweb
- Aided in the design of a new project

### ACTIVITIES

#### HPC-VISUAL LAB, UNIVERSITY OF NEVADA RENO

Volunteer: 2016-2017

- Participated in helping researchers with sponsored projects
- Helped with the virtual watershed project

### SKILLS

- Proficient in understanding algorithms and data structures
- Experience in C/C++
  - Analyzed and built various data structures
- Experience in Unity
  - Developed games using C#
- Talented in OpenGL
  - Built custom shaders in GLSL
- Strong math and communications skills